

Fallout

FACTIONS



BROTHERHOOD OF STEEL: RECON SQUAD

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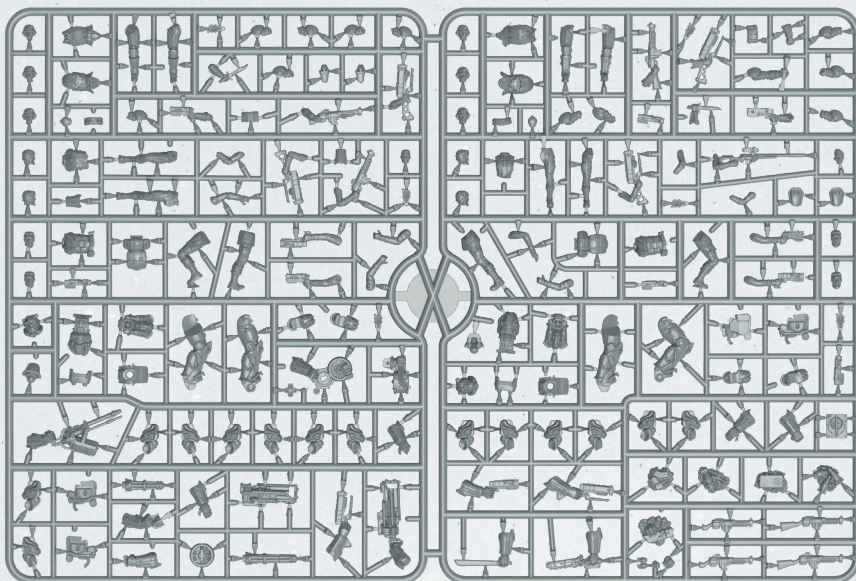
Modiphius Entertainment Product Number: MUH01620113

ISBN: 506-0-52334-733-9

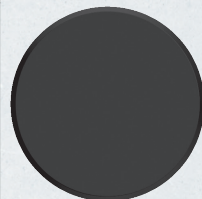
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Manufactured by Altera Plastics, LLC
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x2 40mm Bases



x6 30mm Bases

Explanation of symbols

- Choose option
 - Paired options
 - Check rules
 - Complete
 - Magnification
 - Rotate

READ ME FIRST!

The models in this box can be built in multiple ways. Please check the **Fallout: Factions** and/or **Fallout: Wasteland Warfare** rules as required before building.



BROTHERHOOD OF STEEL

THE LINEAGE OF THE BROTHERHOOD OF STEEL CAN BE TRACED BACK TO THE DAYS AFTER THE GREAT WAR. ITS FIRST LEADER WAS ROGER MAXSON, WHO USED HIS EXPERIENCE IN THE MILITARY TO FORGE A NEW AND UNITED FORCE FOR AN UNCERTAIN TIME. BROTHERHOOD CHAPTERS CAN BE FOUND ACROSS THE WASTELAND, EACH ONE SUITED UP IN THE FINEST PRE-WAR TECHNOLOGY AND EAGER TO LOCATE FURTHER RELICS FROM BEFORE THE BOMBS DROPPED.

CREW CREATION

All of the models in a Brotherhood of Steel crew must be chosen from this section.

CAPTIVE STORY ACTION: JUDGE

A Brotherhood of Steel Faction may take the *Judge Captives* Story Action*, as described on pg. 62 in the **Fallout: Factions Rulebook**. Add this to your Story Sheet.

CREW LIMITS

The crew's Tier imposes a number of limits on it, as explained in the rules for creating a custom crew (pg. 29 in the **Fallout: Factions Rulebook**).

CREW LIMITS	TIER 1	TIER 2	TIER 3
Upgrade Limit per model	4	6	8
Champion Limit	3	4	5
Facility Limit	2	4	6

MODEL CLASSES

PALADIN (CHAMPION, LEADER)

Paladins use the Brotherhood of Steel Soldier Training Path.

S	P	E	C	I	A	L	♥
7	5	7	6	5	4	2	4

Perks

- **Natural Leader** (Innate)
- **Power Armor** (Innate)

Weapon Sets

- **Flamer** (67)
- **Gatling Laser** (72)
- **Minigun** (79)

*If you intend to field the Brotherhood of Steel as part of a Starter Set Campaign do not use this Story Action.

FIELD SCRIBE (CHAMPION)

Field Scribes use the Brotherhood of Steel Scribe Training Path.

S	P	E	C	I	A	L	♥
3	4	4	3	6	4	2	2

Perks

- **Spotter** (Perception)

Weapon Sets

No more than two Scribes in a crew can have the same Weapon Set.

- **Laser Pistol** (21)
- **10mm Pistol** (26)
- **Crusader Pistol** (31)

KNIGHT (GRUNT)

Knights use the Brotherhood of Steel Soldier Training Path.

S	P	E	C	I	A	L	♥
6	5	6	4	4	4	2	3

Perks

- **Power Armor** (Innate)

Weapon Sets

No more than three Knights in a crew can have the same Weapon Set.

- **Laser Pistol & Machete** (50)
- **Ripper** (55)
- **Laser Rifle** (60)

ASPIRANT (GRUNT)

Aspirants use the Brotherhood of Steel Soldier Training Path.

S	P	E	C	I	A	L	♥
4	5	5	4	4	4	2	1

Weapon Sets

No more than three Aspirants in a crew can have the same Weapon Set.

- **Laser Pistol & Hand Weapon** (20)
- **Crusader Pistol & Hand Weapon** (23)
- **Combat Rifle** (24)
- **Laser Rifle** (25)

INITIATE (GRUNT)

Initiates use the Brotherhood of Steel Soldier Training Path.

S	P	E	C	I	A	L	♥
3	4	4	3	4	4	2	1

Perks

- **Sprint** (Agility)

Weapon Sets

No more than three Initiates in a crew can have the same Weapon Set.

- **Recon Hunting Rifle** (19)
- **Laser Rifle** (23)
- **Combat Rifle** (24)

BROTHERHOOD OF STEEL WEAPONS

WEAPON	TYPE	TEST	TRAITS	CRITICAL EFFECT
Hand Weapon	Melee	3S	Fast	-
Machete	Melee	4S	-	Maim
Ripper	Melee	5S	Fast	Maim
10mm Pistol	Pistol (10")	3A	CQB, Fast	-
Crusader Pistol	Pistol (12")	4A	-	Maim
Laser Pistol	Pistol (10")	3A	CQB	Ignite (2)
Combat Rifle	Rifle (24")	4P	Fast	Maim
Laser Rifle	Rifle (18")	4P	-	Ignite (1)
Recon Hunting Rifle	Rifle (24")	4P	Aim (+1)	Pierce
Flamer	Heavy (6")	4S	Area (2"), CQB	Ignite (3)
Gatling Laser	Heavy (16")	4S	Slow, Area (1")	Ignite (2)
Minigun	Heavy (14")	4S	Slow, Storm (3)	Pierce

BROTHERHOOD OF STEEL PLOYS

In addition to the Ploys listed on pg. 27 in the *Fallout: Factions Rulebook*, a Brotherhood of Steel crew can choose from the options below.

PLOY: THE CHAIN THAT BINDS

You may enact this Ploy at the start of the game, before the start of the first Turn.

Each Grunt model within the Control Area of a Friendly Champion may take a single action, taking Fatigue as normal.

PLOY: VERTIBIRD DROP

You may enact this Ploy before Deploying models onto the Battlefield.

Choose one of your models. That model is not deployed following the **Starting Positions** rules of this game. Instead, when you become the Active player on Turn 2, place the model in Base contact of a Battlefield edge of your choice.

BROTHERHOOD OF STEEL TRAINING TABLE

When purchasing Upgrades (see pg. 58 in *Fallout: Factions Rulebook*) for models in a Brotherhood of Steel crew, use the Training Table dictated by the model's Profile.

SCORE (SCRIBE PATH)	SCORE (SOLDIER PATH)	UPGRADE	RATING INCREASE	
			CHAMPION	GRUNT
1	1-2	Increase the model's Strength by 1.	+10	+7
2	3-4	Increase the model's Perception by 1.	+10	+7
3	5	Increase the model's Endurance by 1.	+15	+9
4	6	Increase the model's Charisma by 1.	+8	+5
5-7	7	Increase the model's Intelligence by 1.	+8	+5
8	8	Increase the model's Agility by 1.	+10	+7
9	9	Choose one of the results above.	-	-
10	10	Choose one:		
		<ul style="list-style-type: none">Increase the model's Luck by 1.Increase the model's Health by 1.	+15 +20	+9 +12

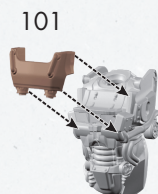
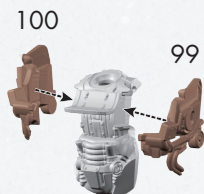
BROTHERHOOD OF STEEL STARTER LIST

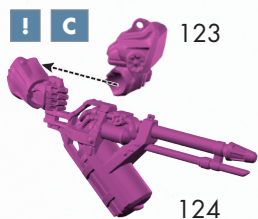
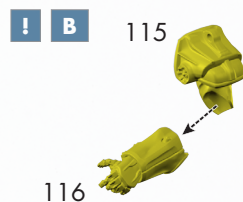
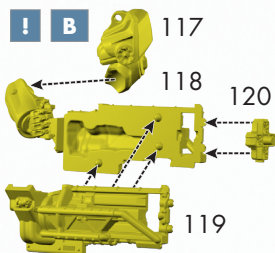
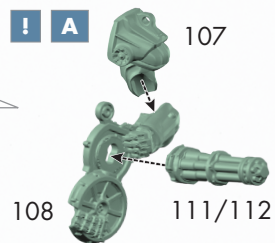
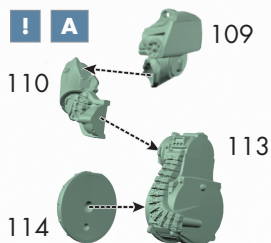
MODEL (CLASS)	WEAPON SET	RATING
Paladin (Leader, Champion)	Flamer	67
Field Scribe (Champion)	Crusader Pistol	31
Field Scribe (Champion)	Laser Pistol	21
2x Knight (Grunt)	Laser Rifle	2x60
Total Rating (Reputation)		239



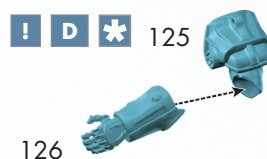
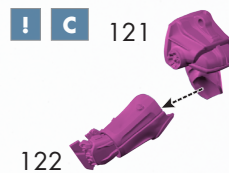


PALADIN (T-60 A)





Minigun



Laser Rifle



Gatling Laser



Flamer



40mm

*Please be aware that the Laser Rifle is not a legal build if this model is used as a Paladin

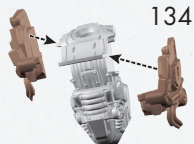
KNIGHT (T-60 B)

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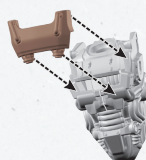
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131



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137



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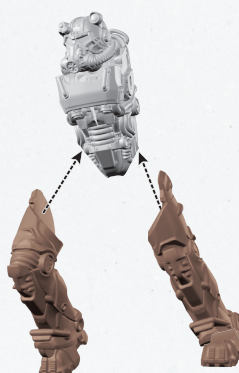


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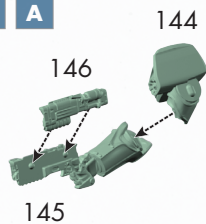
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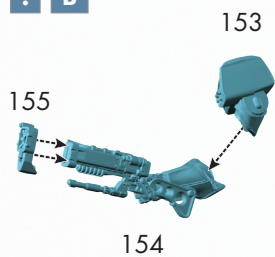
! A



! A



! B



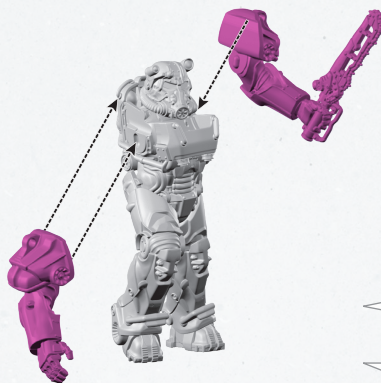
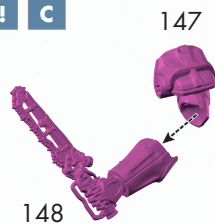
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! C



! C

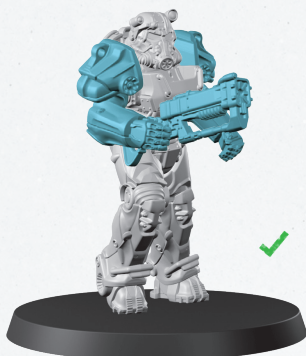


Laser Pistol & Machete



40mm

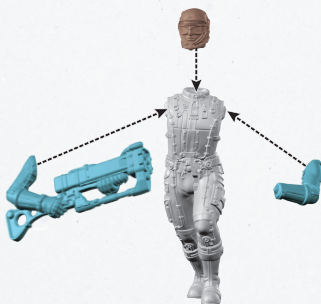
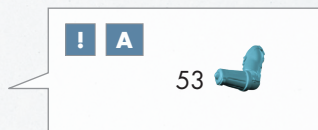
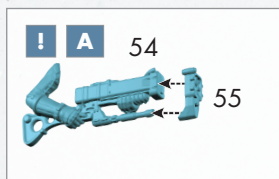
Laser Rifle



Ripper



INITIATE/LANCER 1



Combat Rifle

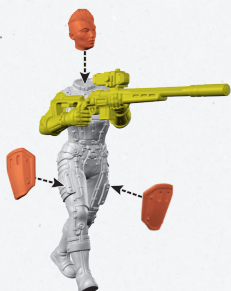
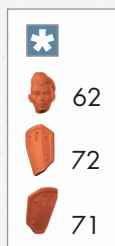
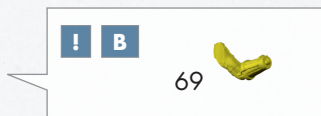
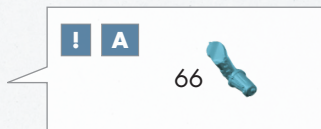
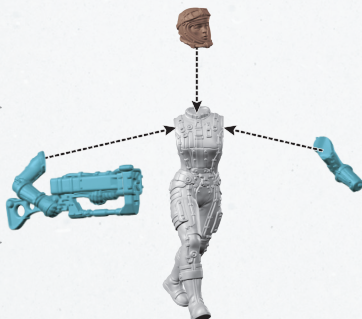
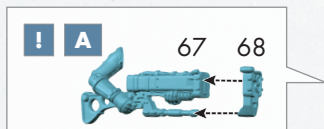


Laser Rifle



*Adding the armour to these models is optional. The armour upgrades these models from Lancers into Initiates.

INITIATE/LANCER 2



Recon Hunting Rifle



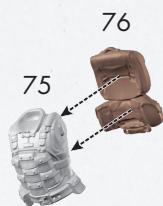
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Laser Rifle

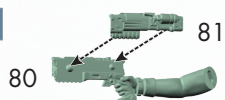


*Adding the armour to these models is optional. The armour upgrades these models from Lancers into Initiates.

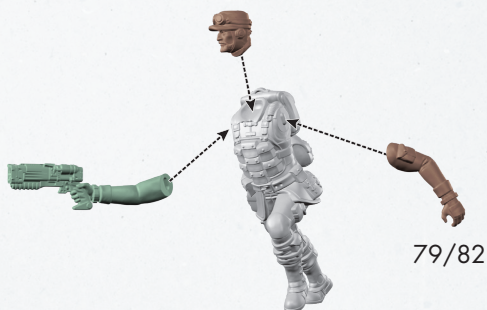
FIELD SCRIBE 1



! A



! B



Laser Pistol

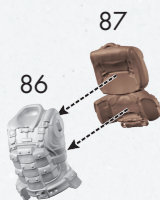


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Crusader Pistol



FIELD SCRIBE 2



Laser Pistol

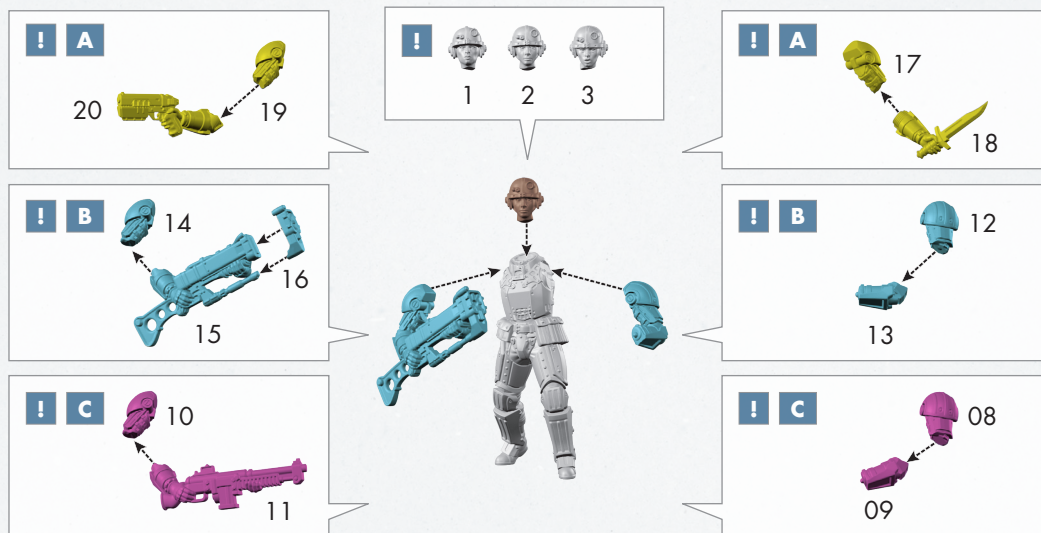
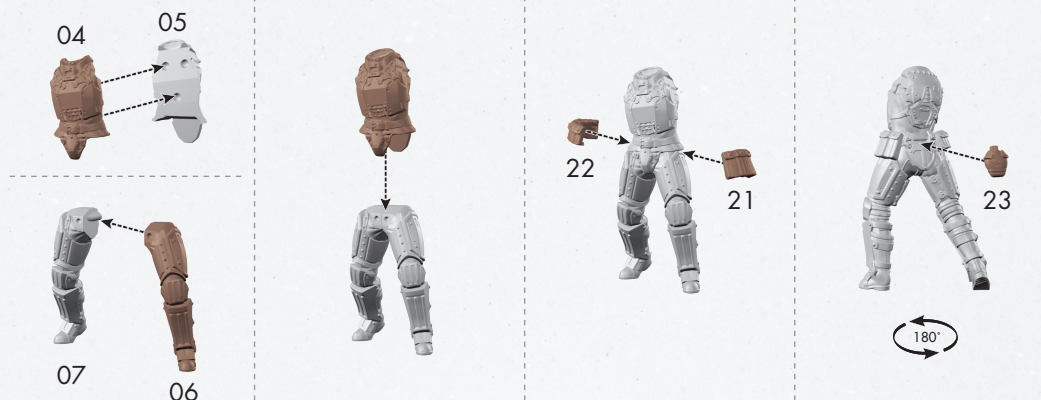


30mm

.10mm Pistol



ASPIRANT/KNIGHT PATROL (HCA 1)



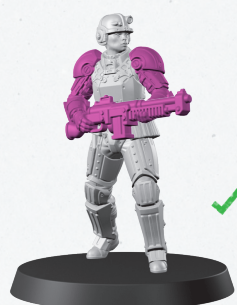
Crusader Pistol & Hand Weapon



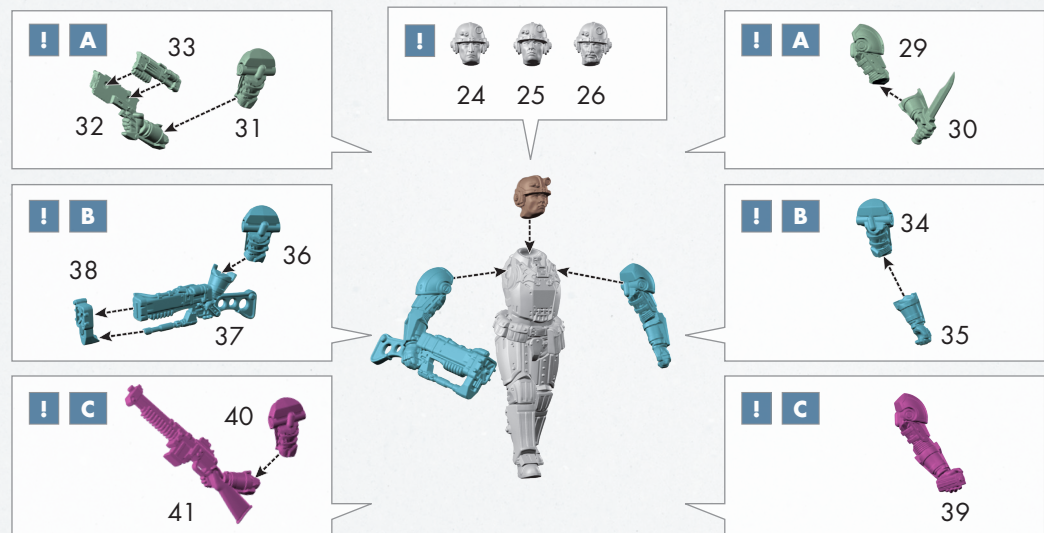
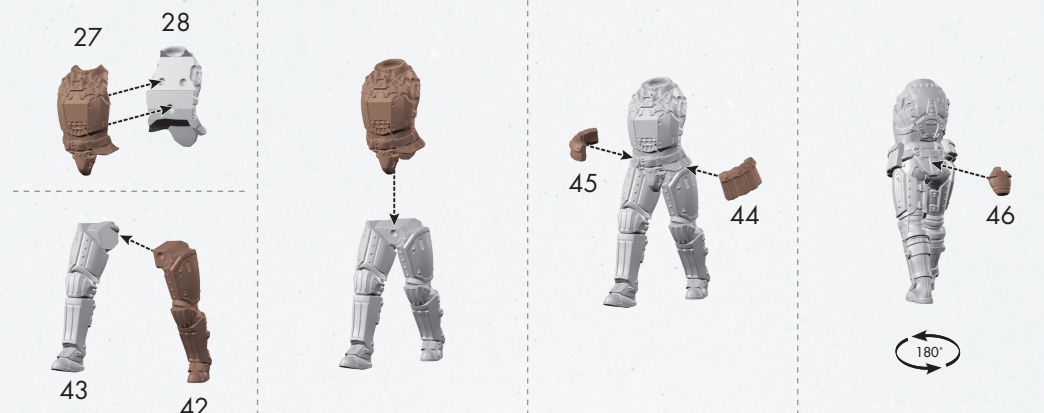
Laser Rifle



Combat Rifle



ASPIRANT/KNIGHT PATROL (HCA 2)

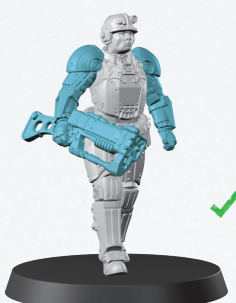


Laser Pistol & Hand Weapon



30mm

Laser Rifle



Combat Rifle



BASE TOPPERS AND ACCESSORIES



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